

QUICK start

After creating your character in Asheron's Call 2: Fallen Kings, you start in the Training Hall where you learn basic survival skills. Use the keys below to examine each teaching stone.

F1 heLP

E examine selected item

W RUN FORWARD

X stop/waLK BACKWARD

A TURN Left

D TURN RIGHT

(ACCENT) toGGLE attack/peace mode

to open/close CHAT WINDOW 1, press **SHIFT + 1**.

to taLk to someone near you, type YOUR message IN THE text box of CHAT WINDOW 1 AND press **ENTER**.

FOR A LIST of commands, type **/HELP** IN CHAT WINDOW 1.



Asheron's Call 2

Fallen Kings

Player's manual



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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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getting started

You have spent your life inside magical shelters, built ten generations ago to protect civilization from The Devastation, a world-shattering war. The Battle of Kings, fought between Asheron, Bael'Zharon, and the Virindi Imperator, unleashed horrific chaos. Hideously transformed monsters forced everyone into the magical shelters constructed by Asheron.

After the The Devastation, every generation of the three civilized races sent scouts forth to see if it was safe to leave the shelters. For centuries the only answer was silence; no scout ever returned. Their fate remains a mystery.

Yet this day begins with great news. Word has returned at last from beyond the shelters: The world is habitable again! This revelation is tempered with the warning that Dereth is festering with legions of horrors that threaten all who leave the safety of the shelters.

The world must be rebuilt—it is the only hope that has kept civilization from collapsing these past generations. To do this, men and women dedicated to the ways of muscle and magic must clear the land of twisted beasts and restore Dereth to its former glory.

The future rests on your shoulders. You and your companions will shape this new world.

To play *Asheron's Call 2: Fallen Kings* you will need to:

- ❖ Install the *Asheron's Call 2: Fallen Kings* software.
- ❖ Start *Asheron's Call 2*.
- ❖ Create an account using the AC2 Launcher.
- ❖ Connect to a game world.

*NOTE: You must have an Internet Service Provider and a free Microsoft .NET Passport to play *Asheron's Call 2*.*

INSTALLING THE SOFTWARE

Insert *Asheron's Call 2: Fallen Kings* CD 1 into your CD-ROM drive. If Setup does not begin automatically, follow these steps:

1. Click Start (on the Windows taskbar), point to Settings, and then click Control Panel. (For Windows XP, click Start, and then click Control Panel.)
2. Double-click Add or Remove Programs.
3. In the Add or Remove Programs dialog box, click Add New Programs, click the CD or Floppy button, and then follow the instructions on screen.

The first time you start *Asheron's Call 2: Fallen Kings* (AC2) you will be prompted to create an account.

a new *World*

STARTING ASHERON'S CALL 2: FALLEN KINGS

☞ Click Start (on the Windows taskbar), point to Programs, point to Microsoft Games, point to *Asheron's Call 2: Fallen Kings*, and then, on the submenu, click the *Asheron's Call 2: Fallen Kings* icon.

This will start the AC2 Launcher, where you can manage your account and choose your game world. If you have not yet created an AC2 account, you will be prompted to do so.

CREATING AN ACCOUNT

Follow the on-screen instructions to set up your *Asheron's Call 2: Fallen Kings* account.

NOTE: *You may only create one account per copy of AC2 purchased.*

CONNECTING TO A GAME WORLD

Once you have created your account, you are ready to choose your game world in the AC2 Launcher and start playing *Asheron's Call 2: Fallen Kings*.

Individual game worlds may be set up differently. Be sure to read the description of the game world so you are aware of any special rules, options, or restrictions.

NOTE: *Remember the world in which you create your character. The character you create in one world will not appear in any other world that you enter. Each time you play, select the game world in which your character resides.*

weLcome!

Entering the world of Dereth means stepping into a new adventure. In Dereth, you have the opportunity to meet people, learn crafts, conquer beasts, and reclaim the world! You can plow ahead into dark dungeons, risking life and limb, or spend your time around the town workshop talking to people, hawking your wares, and becoming a master at crafting. How you play the game is completely up to you!

Sometimes all the freedom of a game like *Asheron's Call 2* can be a bit overwhelming. New players often wonder what they should be doing, if they're doing things correctly, or what their next step should be. There really is no wrong way to play. The only thing that matters is that you have fun. So relax, log in, and don't worry about things. You'll get the hang of it soon enough!



CREATING a CHARACTER

When creating a character in AC2, you choose your character's race, gender, and appearance. Neither gender nor appearance have any functional impact on your character.

There are three races that you can choose from and each has a different skill set. While all three races can excel equally at magic, melee, and missile skills, each race has a distinctive style in which it approaches combat.

↙ Lugians

Known for their brute strength and honor, Lugians approach combat with raw force.

HUMANS ↘

Versatile and nimble, Humans use guile and cleverness to defeat their enemies.

↖ Tumeroks

Deeply attuned with nature, Tumeroks bring a fierce intensity into battle.

NOTE: You may create up to five characters in a single *Asheron's Call 2: Fallen Kings* account per world.



TO CREATE A CHARACTER

1. On the Character Selection screen, click the **Create** button.
2. On the Avatar Selection screen, click the character that represents the race and gender you would like to play.
3. Click the **Head**, **Body**, and **Clothing** buttons, and then use the sliders to customize the look of your character.

NOTE: Use the slider in the *Character Display* window to see your character from different angles.

4. When you are satisfied with your character's appearance, click the **Next** button.

NAMING YOUR CHARACTER

After creating a character, you will be prompted to name him or her. You may use letters, hyphens, apostrophes, and spaces in your character's name. No two characters in a game world can share the same name. If the name you choose is already in use, you will be prompted to select another name.

TRAINING HALLS AND TEACHING STONES

After choosing a name, you will appear in the Training Hall. Take your time in the hall and be sure to examine each teaching stone.

TO EXAMINE A TEACHING STONE

1. Click the stone to select it.
2. Press E. The Examine panel opens, which allows you to examine the stone.

When you have completed the Training Hall, you are prepared to begin your adventures in *Asheron's Call 2: Fallen Kings*!

the asheron's call 2 interface

The AC2 game interface is made up of various windows and bars, which are shown below. Refer to them as you read this manual and the onscreen help.

VIEW WINDOW



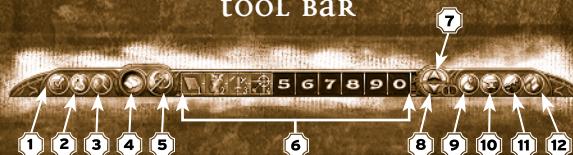
- 1. Effect Indicator
- 2. Status bar
- 3. Error Message area
- 4. Compass
- 5. Radar
- 6. Your character
- 7. Additional chat windows
- 8. Chat window text box
- 9. Chat window 1
- 10. Tool bar

status bar



- 1. Latency
- 2. PvP Area Status
- 3. Vitae button
- 4. Vigor bar
- 5. Level Progress bar
- 6. Health bar

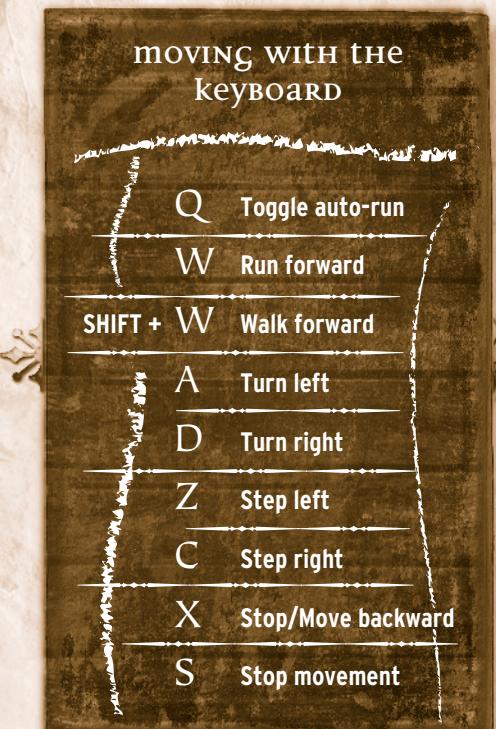
tool bar



- 1. Options button
- 2. Map button
- 3. Examine button
- 4. End Attacking button
- 5. Begin Attacking button
- 6. Shortcut bar
- 7. Previous shortcut bar
- 8. Next shortcut bar
- 9. Inventory button
- 10. Skills button
- 11. Quest button
- 12. Social button

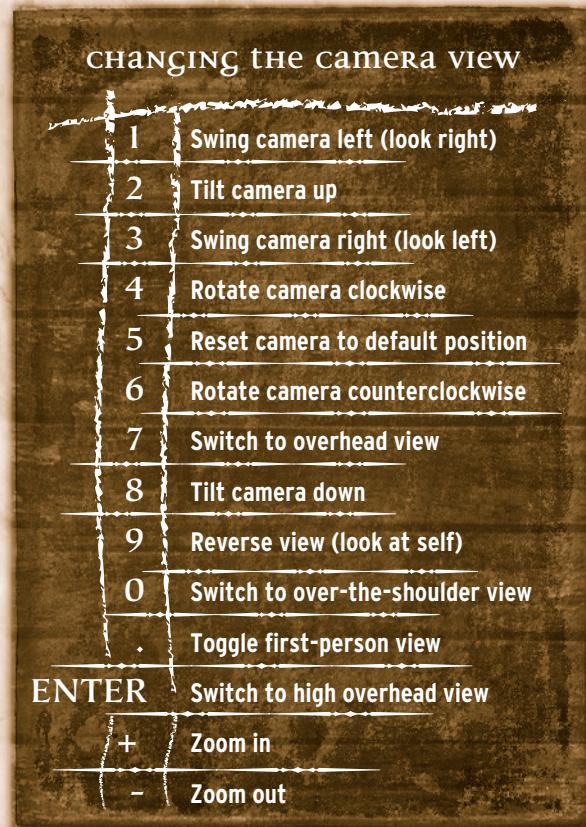
MOVING YOUR CHARACTER

Once you have created a character and are in the Training Hall, you can move around in the game world by using the following keys.



MOVING THE CAMERA

Your view of the game world is provided by an ever-present, yet unseen, camera. As you move around, use the camera to look at your environment. To move the camera, press the appropriate key on the numeric keypad.



CHAT WINDOWS

Asheron's Call 2 is a highly interactive game, and there are often many different things happening at once. Because you receive messages from both the game and other players, keeping up with all of this information can become overwhelming at times.

To help you manage the messages you receive, AC2 provides you with four chat windows that you can customize.

TO CUSTOMIZE A CHAT WINDOW

1. On the tool bar, click the **Options** button (check mark).
2. On the Options panel, click the **Chat** tab.

TO OPEN THE CHAT WINDOWS

☞ Press the SHIFT key and the number key of the chat window you would like to open (keys 1-4). For example, SHIFT + 1.

By default, Chat window 1 is your main chat window, and all message types are displayed there.

TO ENTER TEXT IN A CHAT WINDOW

☞ Click the text box at the bottom of the chat window and type. (Press ENTER to send the message.)

You can also enter “slash” commands in chat windows. These commands are covered next.

NOTE: For more information on using and customizing chat windows, see the onscreen help (press the F1 key).

“SLASH” COMMANDS

You can use commands in *Asheron's Call 2* to perform various actions and game functions. These commands are always preceded by a slash (/) and are often referred to as “slash” commands.

TO SEE A LIST OF SLASH COMMANDS AVAILABLE TO YOU

1. At the bottom of the chat window, click the text box.
2. In the text box, type **/help**, and then press ENTER.

TO SEE HELP FOR A PARTICULAR SLASH COMMAND

1. At the bottom of the chat window, click the text box.
2. In the text box, type **/help [command name]**, and then press ENTER.

emotes

Emotes are special slash commands that cause your character to act out an emotion or other action. For example, try typing **/laugh** in the chat window and see what happens.

TO VIEW A CURRENT LIST OF EMOTES

- ☞ In the text box at the bottom of your chat window, type **/emotelist**, and then press ENTER.

COMBAT

The dangerous world of Dereth will challenge your skills as a warrior. Be sure to take time in the Training Hall to get comfortable with the combat system in *Asheron's Call 2*.

BASIC ATTACKING

In the Training Hall you will find weapons to use. You must equip a weapon of some sort in order to attack an opponent.

TO ATTACK AN OPPONENT USING YOUR BASIC ATTACK SKILL

1. In your inventory, double-click a weapon to equip it.
2. Click the opponent you want to attack to select it.
3. On the tool bar, click the **Begin Attacking** button (or press the \sim key).

You will automatically continue attacking your opponent.

TO STOP ATTACKING AN ENEMY

❖ On the tool bar, click the **Stop Attacking** button (or press the \sim key).

NOTE: Some attacks and skills cannot be used at a distance and others cannot be used when standing toe-to-toe with an enemy. Therefore, watch the Error Message area (next to the status bar) for messages explaining why you may not be attacking an enemy.

USING SKILLS IN COMBAT

After you master the basics of attacking, try one of the skills on your shortcut bar. Each character starts with three combat skills trained: one melee, one missile, and one magic skill.

TO LEARN MORE ABOUT A SKILL

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the skill category tab (Melee, Missile, or Magic) you want to display.
3. On that skill category tab, click the skill you want to learn more about.

The Examine panel will open, presenting detailed information about the skill, including the pros and cons of using it and how to best use it.

TO USE A SKILL IN COMBAT

1. In your inventory, double-click a weapon to equip it.
2. Click the creature you want to attack to select it.
3. Click the skill on the shortcut bar you want to use.

Unlike your basic attack, attacks that use skill cost vigor and therefore do not automatically repeat.

NOTE: You must use the correct weapon type for the skill you want to use. Equip melee weapons for melee skills, missile weapons for missile skills, and magical weapons for magic skills.

For more information on adding skills to your shortcut bar, see the onscreen help (press F1).

Player versus Player

If fighting the hordes of beasts in *Asheron's Call 2* is not enough of a challenge, you can fight the most sophisticated monsters of all: other players. The kingdom-based player-versus-player (PvP) system in AC2 enables you to do so.

All players who enter the world of Dereth are designated as "neutral." Neutral players cannot harm or be harmed by other players except in factional or free-for-all areas.

Specific areas of land in Dereth can have the following designations:

- ❖ **Nonconflict area** ↗ Players cannot harm each other.
- ❖ **Controlled area** ↗ Neutral players cannot harm any player and cannot help players who belong to kingdoms (kingdom players). Kingdom players cannot harm neutral players but can help them. Kingdom players can harm players from other kingdoms but cannot harm players in their own kingdom.
- ❖ **Factional area** ↗ Neutral players can harm or help kingdom players. Kingdom players can harm or help neutral players or players from other kingdoms. Kingdom players cannot harm players in their own kingdom.
- ❖ **Free-for-All area** ↗ Players can harm or help each other regardless of kingdom.

NOTE: For more information on kingdoms, see page 31.

TO SEE THE DESIGNATION OF YOUR CURRENT LAND AREA

- ❖ Hold the mouse cursor over the PvP Area Status button on the status bar.



Quests

Quests are adventures that put you in the middle of the ever-evolving story of *Asheron's Call 2*. They could lead you in search of treasure or send you off on a rescue mission.

Different events can bestow quests upon you. For example, putting on a magic ring or using an odd stone might provide the first clue to a new adventure. The Quest button on the tool bar will light up to indicate that you have new information about a quest.

TO SEE A CURRENT LIST OF QUESTS

1. On the tool bar, click the Quest button.
2. On the Quest panel, click the **Underway** tab.

TO SEE A LIST OF QUESTS YOU HAVE COMPLETED OR FAILED

1. On the tool bar, click the Quest button.
2. On the Quest panel, click the **Finished** tab.

STORY QUESTS

Story quests lead you through a series of special dungeons known as "vaults." By completing a vault, you unlock pieces of lore that help tell the AC2 story and receive valuable experience points (XP).

TO VIEW THE LORE YOU HAVE UNLOCKED

1. On the tool bar, click the Quest button.
2. On the Quest panel, click the **Story** tab.
3. On the Story tab, click the arrows next to the different subject headings to open them.
4. Click any lit button next to a scene.

health and vigor

The status bar, located on the top-left side of your screen, contains bars that keep track of your health and vigor. The top red bar represents your health, and the bottom blue bar represents your vigor.

NOTE: If the status bar is not visible, press F11.

Health

Health represents the amount of damage your character can take. If your health reaches zero, you die and are sent back to the last lifestone you “attuned” to. If you are injured in battle, you may choose to use a healing skill on yourself, drink a healing potion, or simply wait for your health to regenerate.

Lifestones ➔ Lifestones are special artifacts to which you can attune your spirit. Should you die, you will be resurrected at the most recent lifestone you used.

To attune to a lifestone

➔ Double-click the lifestone.

Because of lifestones, characters in AC2 never die permanently; however, there are still consequences to dying. The area you might be exploring could be quite some distance from the nearest lifestone, forcing you, once you resurrect, to travel back to where you were killed. There is also a vitae penalty when you die.

Vitae penalties ➔ Vitae represents your total well being. When you are at 100% vitae, you are in perfect health. But just like in real life, when you’ve had a recent trauma, it takes a toll on your capacity to face danger.

After dying, your vitals (health and vigor) are reduced until you’ve regained your vitae. As you gain experience, you regain vitae (and your vitals rise) until you are at 100% vitae again.

To get information about your Vitae penalty

➔ On the status bar, click the Vitae button.

NOTE: You can right-click on the Vitae button to bring up the Examine panel, which exposes more information on vitae.

Vigor

Vigor is a measure of your character’s energy, both physical and magical. Many of the skills you train will cost vigor when you use them. Swimming also costs vigor. If you find yourself running out of vigor, you may choose to use a skill (in battle) or drink a potion (before battle) that restores vigor, or simply make sure you are at full vigor before fighting.

Loot

The world of Dereth is full of interesting and magical items that will help you in your travels. Whether discovering a hidden chest, completing a quest, or looting items from the corpse of a defeated foe, the treasures you obtain will help you conquer the land.

TO PICK UP AN ITEM NOT ALREADY IN YOUR INVENTORY

Double-click the item.

TO FIND MORE INFORMATION ABOUT AN ITEM

1. Click the item to select it.

2. Press the E key to examine it.

NOTE: You can examine many items in the game world, including immovable items such as the teaching stones in the Training Hall.

EQUIPPING OR USING ITEMS

You will equip some items, such as weapons or armor, and you will use others, such as potions.

TO EQUIP OR USE AN ITEM IN YOUR INVENTORY

Double-click the item.

TURNING ITEMS INTO GOLD

You can turn items that you no longer want or need into gold. You can then use the gold in crafting or trade it with other players.

TO TURN AN ITEM INTO GOLD

1. On the tool bar, click the **Inventory** button.
2. On the Inventory panel, choose an item to convert to gold.
3. Drag the item onto the moneybag at the top of the Inventory panel.

You will be asked if you are sure you want to turn the item into gold. If you choose **Yes**, the item will be destroyed and you will receive its value in gold.

TRADING WITH OTHER PLAYERS

If you find an exceptional item that your character cannot use, you might want to consider trading it with another player.

TO TRADE AN ITEM WITH ANOTHER PLAYER

1. In your inventory, click the item to select it.
2. Within the View window, drag the item to the character with whom you want to trade and drop the item onto that character.
3. The Trade window opens.
4. Drag any additional items you are offering onto your side of the Trade window. The person you are trading with should do the same.
5. When you are satisfied with the trade arrangement, click the **Confirm Trade** button.



CRAFTING

Asheron's Call 2 has a crafting system that provides ways for you to create items, to increase an item's worth, and even to gamble. There's no need to create a special character to perform crafting chores. Nor do you have to worry about spending valuable experience points or training credits to improve your crafting abilities. The skills you learn improve simply with use.

Recipes provide the information that you need to perform a craft. A recipe will tell you which items you need, as well as the amount of gold the recipe requires.

To CHOOSE A RECIPE

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the Craft tab.
3. On the Craft tab, click the arrow next to a craft category to explore the recipes that are available to you.

As you finish quests and master crafts, new recipes will be made available to you on the Craft tab.

GOLD

Just like everything else in life, almost every recipe requires money (or gold in this case). For more information on obtaining gold, see "Turning Items into Gold" on the previous page.

Lessons for first-time crafters

The crafting system in *AC2* might seem a bit overwhelming to the new crafter. Try the following exercises to become more familiar with the craft system. Another good way to learn more about crafting is to spend time at workshops where other crafters congregate to trade and practice their craft.

TRAIT RATINGS

Every item that you find has material traits. To use an item as an ingredient in a recipe, it must meet the minimum trait rating required for that recipe.

NOTE: You cannot combine items.

To GAMBLE YOUR GOLD

One of the simplest recipes is gambling gold for special short-term enchantments.

Note: You will need gold to gamble. For details on turning items into gold, see page 21.

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the Craft tab.
3. On the Craft tab, click Gamble Your Gold, click User Effects, and then click Fickle Fate (level 1-5).

The Ingredients panel opens.

4. On the Ingredients panel, click Craft.

Watch your chat window for feedback. Once you successfully complete the recipe, you will receive a random enchantment. For more information on that enchantment, click the Effect Indicator on the top-left corner of your screen.

TO CREATE ARMOR

Hunt monsters or trade until you have an item in your inventory with an Iron trait that has a rating of 15 or more.

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the Craft tab.
3. On the Craft tab, click **Tumerok Armorcrafting**, click **Moccasins**, and then click **Initiate Moccasins (basic)**.

The Ingredients panel opens.

4. Read the ingredients required and drag an item with the appropriate rating to the Ingredients panel. (To see an item's rating, select the item and press E to examine it.)
5. On the Ingredients panel, click **Craft**.

If you successfully complete the recipe, you will have a new pair of moccasins in your inventory.

NOTE: In step 3 you can pick the armor type for your own race so that you can wear the item when finished!

expLORE

Now look for other recipes you can try with the ingredients you have available in your inventory.

NOTE: For more information about crafting, see the onscreen help (press the F1 key).

experience and Levels

As you play AC2, your character's abilities will improve over time.

experience points

Experience points (XP) are awarded to your character as you move through Dereth and perform such actions as killing monsters and completing quests. You may spend this XP to improve any of your skills as you see fit. The higher your skill rating, the better able you are to perform a particular skill.

CHARACTER LeveLs

Character levels are a measure of experience. Your character begins at level 1 and will gain additional levels as he or she gains XP.

The Level Progress bar is located between the Health and Vigor bars. As you earn XP, this thin green bar fills in, giving you an indication of how close you are to the next level. The bar resets every time you gain a level.

When you gain a level, your maximum health and vigor both increase automatically.

SKILLS

The skills system in AC2 provides a flexible environment in which you can create a character that fits your playing style. Each race has its own set of skills from which to choose. To get an idea of how skills vary by race, see the Skills quick reference card that came with *Asheron's Call 2: Fallen Kings*. For a complete list of skills for a character, refer to the Skills panel in the game.

TRAINING CREDITS

When you create a character, you start out with a set of basic skills. As you gain levels, you also gain training credits, which you can use to purchase new skills.

NOTE: For more information about spending experience points and training credits, see the onscreen help (press the F1 key).

TRAINING SKILLS

In order to train a skill, you must meet the following three requirements:

- ❖ You must have the required training credits.
- ❖ You must meet the minimum level required.
- ❖ You must have any prerequisite skills trained.

NOTE: These are the basic requirements for any skill. Some skills may have additional requirements.

TO TRAIN A SKILL

1. On the tool bar, click the Skills button (anvil icon).
2. On the Skills panel, click the appropriate tab, and then click the skill you wish to train.
3. Click the Train Skill button (green diamond).

If you do not meet all of the requirements to train the skill, the Train Skill button will be unavailable (gray). Once you have decided to train a skill, you can spend XP to improve it.

TO SPEND XP ON IMPROVING A SKILL

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the appropriate tab, and then click the skill you want to improve (raise).

The Skills panel displays your current Skill Rating, your Available XP, and the amount of XP required to raise the skill.

3. Click the Raise Skill button (green triangle) to increase your skill rating.

If you do not have enough XP to raise the skill, the Raise Skill button will be unavailable (gray).

UNTRAINING SKILLS

If you train a skill and later wish you hadn't, you can "untrain" that skill. After some time, you will get back all the XP and training credits you spent on it.

TO UNTRAIN A SKILL

1. On the tool bar, click the Skills button.
2. On the Skills panel, click the appropriate tab, and then click the skill you wish to untrain.
3. Click the Untrain Skill button (downward arrow).

SOCIAL systems

Interacting with other players is an integral part of playing *Asheron's Call 2*. While many players choose to have casual friendships with those they meet in the game, *AC2* provides a social system that gives structure and reward to those who seek a more formal arrangement. This social system consists of allegiances, fellowships, and kingdoms.

the allegiance system

A player may agree to take on the role of patron or vassal to another player. The relationship of patrons and vassals is called an "allegiance."

An allegiance is a semi-permanent agreement between characters. Allegiances can be broken at any time by either player but can remain in effect indefinitely if both players are satisfied with the arrangement.

You may have only one patron and up to twelve direct vassals. Each of your vassals can have his or her own vassals. Your vassals and any vassals they have (and any vassals *they* have, and so on) are collectively known as your "followers."

If you elect to retain vassals, but do not yourself swear allegiance to another player, you become the monarch (the head) of that allegiance.

MONARCHS ➔ Monarchs are characters who have one or more vassals but no patron.

PATRONS ➔ Patrons are generally more experienced players who can provide advice, equipment, assistance with quests, and other services to the vassals who serve them. Patrons often teach their vassals how to survive and become self-sufficient in the hostile world of Dereth and, in turn, to recruit and develop vassals of their own.

VASSALS ➔ Vassals reward their patrons for their mentoring by passing experience up to them. The experience a vassal generates for his or her patron is based on the amount of experience the vassal earns. However, the experience is not taken from the vassal's experience pool; it is special experience that is generated separately. In other words, passing experience to a patron costs the vassal nothing but still rewards the patron.

TO SWEAR ALLEGIANCE TO SOMEONE

1. On the tool bar, click the **Social** button (yellow flag icon).
2. On the Social panel, click the **Allegiance** tab.
3. In the View window, click the character to whom you wish to swear allegiance.
4. On the Allegiance tab, click the **Swear** button.

feLLOWSHIPS

Fellowships are temporary partnerships with other players. You might join or create a fellowship to:

- ❖ Communicate easily among a group of friends.
- ❖ Hunt monsters together.
- ❖ Collaborate on a quest.
- ❖ Raid an enemy location.

In a fellowship, you can also choose to share experience points with those in your group and keep track of members' vitals.

NOTE: You may not belong to more than one fellowship at any given time.

TO CREATE A FELLOWSHIP

1. On the tool bar, click the Social button.
2. On the Social panel, click the Fellowship tab.
3. On the Fellowship tab, enter a name for your fellowship.
4. Click the Create button.

TO RECRUIT SOMEONE INTO YOUR FELLOWSHIP

1. In the View window, click the character you wish to recruit.
2. On the Fellowship tab, click Recruit.

TO SEND A MESSAGE TO EVERYONE IN YOUR FELLOWSHIP

1. In a chat window text box, type **/f <message>**
2. Press ENTER.

KINGDOMS

Kingdoms are ancient organizations that follow opposing ideals. A kingdom can control land and its members have access to special skills that are unique to that kingdom. Kingdoms are different than allegiances and races. Allegiances can be made up of characters from any kingdom or race.

There are three kingdoms in AC2:

- ❖ The Shadow Kingdom
- ❖ The Dominion
- ❖ The Order of Dereth

If you do not wish to join a kingdom, you may remain neutral.

JOINING a KINGDOM

All players start out as neutral, which simply means they don't belong to any kingdom. Joining a kingdom is completely optional and only available to characters that are level 10 or higher.

TO JOIN A KINGDOM

1. Locate the kingdom shrine for the kingdom you wish to join.
HINT: Ask someone who is already a member of that kingdom to help you locate the kingdom shrine.
2. Double-click the shrine.

NOTE: For more information on allegiances, fellowships, and kingdoms, see the onscreen help (press the F1 key).

getting help

There are many places to find help with *Asheron's Call 2: Fallen Kings* if you need it.

THE MANUAL ➔ Use this manual to become familiar with the basics of AC2.

ONSCREEN HELP ➔ For in-game help, press F1. You'll find information on numerous topics.

NOTE: You cannot access the onscreen help from the Character Selection screen or the Character Creation screen.

SLASH COMMAND HELP ➔ Get help with any of the AC2 slash commands by typing `/help` in a chat window. For more information, see page 13.

TRAINING HALLS ➔ Every character starts in the Training Hall, where you can learn the basics of game play. Be sure to examine all of the teaching stones and practice the tips given there.

QUICK REFERENCE CARDS ➔ Familiarize yourself with the map of Dereth and the Skills, Keyboard, and Commands quick reference cards that came with AC2.

OFFICIAL WEB SITE ➔ For tips, tricks, articles, and more visit <http://www.asheronscall2.com>

OTHER PLAYERS ➔ One of your best resources are fellow players. Don't be afraid to ask questions.

technical support options

For all of our support offerings
visit <http://microsoft.com/support/>

In Canada
visit <http://microsoft.ca/support/>

To get started, try the following:
For billing help, go to <https://billing.microsoft.com>

For articles targeted at specific issues, visit the Microsoft Knowledge Base at
<http://microsoft.com/support/>

To work with a Microsoft Support Professional over the Internet, submit your issue at <http://support.microsoft.com/directory/onlinesr.asp>

For your product's general support policy, visit
<http://support.microsoft.com/directory/productsupportoption.asp>

Worldwide
Support outside the U.S. and Canada may vary.
For regional contact details, visit <http://microsoft.com/support/>

Conditions
Microsoft's support services are subject to then-current prices, terms, and conditions, which are subject to change without notice.

